

THREE PUZZLE GAMES ON PELARGONIUMS

JEREMIAH FARRELL
KAREN FARRELL
Indianapolis, Indiana

For these three puzzle-games we require the 16 word tokens ERN, GEM, GUS, IOS, LAG, LIP, MOA, NIM, NUL, OLE, OUR, PES, RAP, RIG, SAN, and UMP.

PUZZLE 1. Arrange the 16 tokens in a 4x4 grid so that no letter is repeated in any row or column. That is, the grid will be magic on the rows and columns with magic constant PELARGONIUMS.

PUZZLE 2. Arrange the 16 tokens in a 4x4 grid so that the four words in any row or any column have a single letter in common.

PUZZLE 3. Arrange the 16 tokens in a 4x4 grid so that each letter, in its four appearances, marks the corners of a quadrilateral.

The games. Two players alternately play tokens of their choice on a 4x4 grid using the rules of formation dictated by a specific one of the three puzzles. For game 3 this means a player cannot place a token in a row or column that does not have exactly one letter in common with an already placed token on that row or column. As a variation, tokens may be drawn at random.

The puzzles range in difficulty from easy to hard and the games offer a chance for strategic play. Typical answers for the puzzles occur in the Answers Section.